



Kulturnatten i Norrköping, 2023  
Ron Edwards

### **Rollspel/Role-playing**

It's not really a game. It's not really storytelling. It's more like music: a medium of listening and contributing, creating fictional characters, conflicts, and events. The rules organize and modify how we speak, operating as instruments.

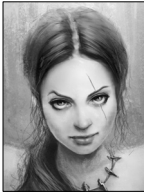
The key features are *Agency* (a unique quality of being heard by others) and *Bounce* (changing fictional conditions under no single person's control).

# Try some fantasy adventure

[modified from *The Pool* by James V. West]

## PREPARATION

Two people choose their characters and give them names.



The bold, rebellious child of a wicked wizard, they seek their own secrets of magical power. They know how to use ropes and mechanical devices.  
**Traits:** Bold +2, Good with locks and gadgets +1, Child of a wizard +1, Seeks deep secrets +2  
**Pool** = 5 dice



They escaped servitude as a wizard's familiar with their friend's help. They are small and quick, with sharp claws, and they can smell magical auras.  
**Traits:** Quick +1, Smell magic +1, Wizard's ex-familiar +1, Values friendship +2  
**Pool** = 8 dice

Another person is called the Game Master (GM), who does not choose a character. They decide what's happening at this place.



The GM invents a *back-story*, a history which has led to this place being dangerous and also full of opportunity. They make up creatures and characters who are there, often in some unstable situation.

## RULES OF PLAY

The GM describes the locations, applies cuts in location and time, introduces aspects of the back-story, and plays everyone but the main characters. Everyone else states what their characters say and do. No one plans a story or overrides anyone else's job.

## Continued

When play reaches a conflict or risk for a main character, that player uses dice.

- They choose one Trait to help their character.
- They roll [2 dice] + [dice = the Trait bonus] + [Pool dice they choose to gamble].

Complete absence of 1's indicates failure. The GM describes the effects. In this example, the main characters cannot be killed, but they may certainly encounter defeat.

One or more "1" showing on a die indicates success. The player chooses:

- the GM describes it and the player adds one die to their Pool, OR
- the player describes it.

At any time, a player may spend a Pool die to assign +1 to a Trait, two dice to raise +1 to +2, or three dice to raise +2 to +3.

The GM pays attention to how the overall situation may change due to the events of play, especially resolved conflicts. Everyone plays their characters as they prefer, changing attitudes or goals when it makes sense. There is no mandated goal or object for them.

A session of play is however long you like. At the end of a session, each player add up to 15 words to their character summary, including at least one potential Trait.

An adventure is concluded when the main characters have definitely failed or succeeded in their primary goals, or when the whole situation has undergone a permanent change. In retrospect, you have created a story.


If you want, play more adventures! When you start a new one, the Pool value begins where it ended last time.




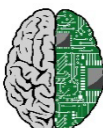

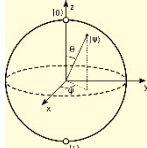
# Learning about play

Online coursework, meeting on Discord

5-week terms, 1 session/week

1000 SEK + 25% VAT

Introductory course	
People and Play 	<i>People and Play is open for registration for the next term</i>  <i>Mondays, 20:00-22:00</i> <i>August 28 through September 25</i>

Other courses	
Phenomena 	Three Fantasies 
Playing with The Pool 	The Ronnies 
Action in Your Action 	Numeracy 

Register at [adeptplay.com](https://adeptplay.com)

## **Workshops and events**

### **Clubs and informal groups**

- I play games and present short workshops. This is volunteer activity, although I appreciate help with expenses.

### **Conventions**

- I play games and present workshops, and I often coordinate with groups interested in similar topics.
- I have organized events at Gothcon, Lincon, Närcon, and several small or informal conventions (in addition to extensive experience at GenCon and other events in the United States).

### **Schools, libraries, and other educational programs**

- I adapt role-playing methods into experiential/active learning activities, based on your program and interests. My fee is 2000 SEK + VAT per day, as well as expenses.
- I am currently participating in the Erasmus Project (EU), the Game Science Research Academy (Italy), and Skapa Spel (Malmö).

### **Social and political organizations**

- I introduce role-playing as a means of expression and reflection, including its unique qualities for communication. This is volunteer work.
- I am currently honored to be working with Miljöpartiet and RFSL.

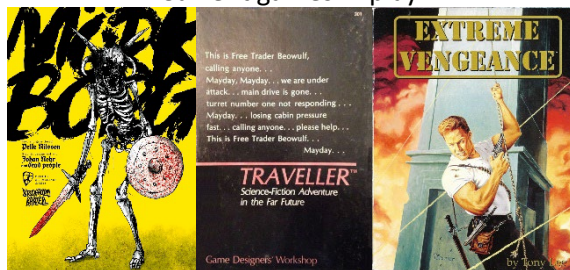
**Contact e-post: [ron@adeptplay.com](mailto:ron@adeptplay.com)**



Here is where I play! This is an informal gathering, not a club. There are no fees or registration. Anyone can organize a game to play and anyone may choose to participate or not. As games finish, we organize and schedule new ones. Therefore groups form for a given game and re-form for others.

Tuesday 19:00-21:30  
Wednesday 16:00-18:00  
Wednesday 19:00-21:30

Current games in play:



Everyone is also welcome to attend just for fun and socializing.

Find us on Discord: **Ron “ronedwards”** or **Daniel “UncleHoe”**

Adept Play activities at Spelens Hus are never monetized.



## **ADEPTPLAY.COM**

My website operates as a self-guided, interactive academy, focused on enjoying play and developing its potential.

The main content is posted contributions about play, from real people. Anyone may add posts, and all posts are available for development through comments.

- The play posts are not professional performances. We're all shapes and sizes, of many national origins, using different rules systems.
- The seminar posts identify and examine questions about what the activity actually is, separate from hobby culture claims and commerce.

All contributions are organized by game titles and topics for easy reference. We have built, and continue to build, a unique archive of play-experiences and an evolving understanding of this remarkable medium.

Site access and participation is free. My company income is limited to Patreon support, game sales, fees for coursework, and rules design consulting

## All about ...

I come from California in the United State and was a biology professor in Chicago. My family and I moved permanently to Sweden in the spring of 2017, and we live in Norrköping.

I began roleplaying in 1978 (I was 14) and began publishing games in 1996, with a broad range of rules design and topics.



I am cited as a significant contributor to role-playing culture, including rules design, promotion of play, intellectual development, publishing, and economic reform.

Adept Play is my company begun in 2018. Its goal is experiential learning: to make role-playing accessible to anyone who might like it, to develop it beyond the confines of the gaming subculture, and to promote useful discourse.